

Sayena Majleseini

User Experience Designer

sayenamajleseini.com
sayena.majlsn@gmail.com
<https://www.linkedin.com/in/sayena-majleseini/>
541.579.4312

Work Experience

CBT NUGGETS | LEAD PRODUCT DESIGNER

MAY 2018 – SEP 2018 | EUGENE, OR

Led collaborations with developer teams, designed the information architecture, and developed high-fi mockups and prototypes for the admin section of the website.

Established CBT Nuggets design operation and successfully embedded design sprints into the organization culture.

TWENTY IDEAS | UX ENGINEER

FEB 2018 – MAY 2018 | EUGENE, OR

Built adequate front-end pattern libraries in React and TypeScript for development projects, ensuring usability and consistency with design files. Created user story maps and developed usability tests and acceptance tests to ensure sound execution.

Managed Pilot programs for products and communicated with participants, analyzed their feedback, compiled findings, and worked findings back into the agile workflow.

DREAMDRAWING STUDIO | FULL-STACK UX DESIGNER

JAN 2015 – JAN 2017 | TEHRAN, IRAN

Facilitated the client's product vision by researching, conceiving, sketching, prototyping and user-testing experiences for instructional games. Created functional prototypes for testing while designing and developing the components of educational games. Designed the information architecture of the system to create seamless, effective, and pleasant user experiences.

SHAHID BEHESHTI CYBERSPACE RESEARCH INSTITUTE | UX RESEARCH ASSISTANT

SEP 2015 – SEP 2016 | TEHRAN, IRAN

Created an effective framework to form an optimal requirement gathering process. Designed an adequate usability test using Matlab to bridge qualitative and quantitative data and improve the quality of web components for the elderly.

MAHAK CHARITY | FRONT-END DEVELOPER

JUL 2014 – JUN 2015 | TEHRAN, IRAN

Led a 3-person team designing and developing the UI for the website. Identified content needs and developed content strategies. Designed and conducted surveys, interviews and cognitive walkthrough sessions while collaborating closely with project managers and other teams.

Education

UNIVERSITY OF WASHINGTON

Masters in Human-Computer Interaction and Design

SEP 2018 – PRESENT | SEATTLE, WA

Currently working as a UX designer on my capstone project advised by the Amazon AWS team.

SHAHID BEHESHTI UNIVERSITY

B.S. in Computer Science

SEP 2013 – JUL 2017 | TEHRAN, IRAN

Skills

DESIGN Collaborative Ideation • Participatory Design • Wireframing • Flow Diagramming • Data Visualization • Rapid Prototyping • Storyboarding • Spec Work • Information Architecture • Sketch • Principle • Adobe Illustrator • Adobe InDesign • InVision • Abstract • Balsamique • Figma

QUALITATIVE RESEARCH Focus Groups • Observation • Design Evaluation • Ethnographic Research • Task Analysis • Contextual Inquiry • Semi-structured Interview • Affinity Diagramming • Heuristic Evaluation • Diary Study

QUANTITATIVE RESEARCH Surveys • Data Analysis • Experiment Design • Regression Analysis • A/B Testing

PROGRAMMING Machine Learning and NLP • Data Structures and Algorithms • C++ • Python • HTML 5 • CSS 3 • JavaScript • TypeScript • React • Java • Matlab

Activities

DUB AT THE UNIVERSITY OF WASHINGTON | STUDENT ORGANIZER

OCT 2018 – PRESENT | SEATTLE, WA

Collaborated with speakers and the DUB committee to organize seminars. Conducted skill-sharing workshops focusing on human-centered machine learning, feminist HCI, design ethics, and designing VUIs.

HACK FOR A CAUSE 2018 | PRODUCT DESIGNER

APR 2018 | EUEGENE, OR

Designed and developed the product for team Shrimp, the winning team of the Egan Warming Center challenge.